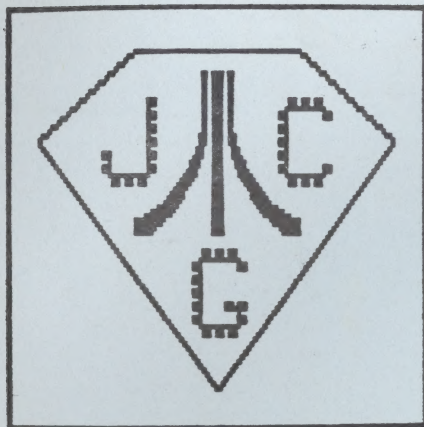




JACG 74CE

NEWSLETTER
Vol.3 No.12

Aug. 1984

Single Copy
Price \$1.50

THE JERSEY ATARI COMPUTER GROUP

MEMBERSHIP RENEWAL SLIP INSIDE

From the Editor's Desk...

The first thing you might have noticed about this month's newsletter is that it is a lot thinner than the past few months. We have been averaging twenty-four to twenty-eight pages since the February issue, all of it original JACG member generated material. As editor I don't have any illusions that we could, month after month, generate such a volume of writing without supernatural dedication. I am also not averse to printing material from the other many newsletters we receive every month from other user groups. This issue, in fact, contains such material.

We are not so egotistical to think that there isn't some great material in other newsletters. The fact is that we have almost always had articles from our members which covered the subjects which were done in other publications. Often our articles are reprinted in the other newsletters. When we find new and exciting information we will print it, space allowing.

Perhaps this is much ado about nothing. It is, after all, summer vacation time and most of us have many other things to occupy our time, even if it only means a couple of hours at the keyboard. Perhaps the newsletter is getting too big. One member expressed such an opinion at the July meeting. I would like to hear your opinion on that topic. Perhaps my mailbox will be overflowing with contributions for the September issue by the time this newsletter goes to press. In any event, talk to us.

I am very excited about a new product called Pro*Plus. It is a hardware/software mod for those of us with Prowriters and allows you to load any character set into the printer's memory. Once loaded you can word process, list files, do everything you normally would with the resident set. I normally would not endorse any product editorially but I think that Pro*Plus is so terrific and expands the Atari system so much that it deserves mention here. I have printed this editorial in Standard font, "Beyond Armageddon" in Old English, and the JACG T-shirt article in Computer. At this

printing I have more than fifteen fonts available and you can generate your own with any standard font editor. I will write a comprehensive article on Pro*Plus in next month's newsletter.

Keep those letters coming.

Frank Pazel
Editor-in-Chief, JACG Newsletter

In This Issue

President's Message/R. Kushner.	2
JACG T-Shirts	2
Art's Arcade/A. Leyenberger	3
Where Atari Has Been/R. Kushner	4
The Report Card/F. Pazel.	5
Tidbits/A. Leyenberger.	7
Random Numbers/H. Hirschfeld.	8
Easy-Touch I Keyboard/F. Pazel.	9
Telecom/L. Moriano.	12
Logo Art/F. Pazel	12
A Kid's Eye View/P. Semel	13,14,18,19
Beyond Armageddon/Lord Demonfore.	14
RE:VAMP/K. McDonald	16
A Look At BASIC.XL/T. Reichard.	17
Letter Perfect Keyboard Diagram	19

MARK YOUR CALENDARS!!

JACG Meeting Schedule

September 8, 1984
October 13, 1984
November 10, 1984
December 8, 1984

AND NOW A WORD FROM THE PRESIDENT...

As most of you are aware, recent times have been very interesting for Atari. See my full page article on this topic elsewhere in this newsletter, where I try to sketch where Atari has been, what it has recently gone through and where I think it is going. As a result of this lengthy review of Atari I haven't written any Basic BASIC column this month. Stay tuned next month for my promised discussion of my favorite word processor (ie., the one I actually use).

We need new officers. We are looking for candidates for secretary, program chairman, vice-president and president. Now is the time to contribute in a meaningful way to the bright future of JACG. Contact me if you are interested. The job is really not all that big, believe me, or I would have given it up long ago.

Cheers to Michael Murphy for developing the idea of a JACG t-shirt, planning its production, picking it up from the manufacturer and selling it at meetings. At \$5 per shirt it is a bargain and a nice way to support JACG and also be cool during this long, hot summer. Pick one up at meetings, or two, or three, or

Also support JACG by buying disks from Scott Brause, who is selling them to raise money for a 20 Mbit hard disk for the Bulletin Board System. Scott is also to be praised for taking on a task, in this case the BBS, and developing it with his own time and money. We all get to profit from the efforts of members like Scott and Michael.

And all I asked from the rest of you was just two hours per year to help JACG! Come on, give a little.

Richard Kushner - JACG President

JACG T-Shirts

Did you get yours?



Pictured above is Mike Murphy, JACG member who took the initiative to design, have produced, and sell at no profit to himself the attractive JACG t-shirt at only five dollars. The shirts are available in sizes from small to extra large and in red and blue with black printing. Be sure to get one, or more, from Mike since not only do they show your pride in JACG and keep you cool- the profits made from their sale goes to the JACG treasury.

Membership Renewal

Take a moment and look at your mailing label on a recent issue of the JACG newsletter. If it says "Last Issue: 08/84" or "Last Issue: 09/84," then it's time to renew your JACG membership and avoid missing any future issues of our newsletter. However, during August and September, about 300 members are expected to be renewing along with you. So, in order to avoid a long wait at the membership desk at the monthly meeting, here are a couple of alternate ways to renew your membership:

1. Locate the renewal form inserted in this month's newsletter. Fill it out completely and mail it with \$20 (in cash or check) to Treasurer Ron Kordos (address on the form).
2. Take your completed renewal form and \$20, put them in an envelope found on the membership desk in the lobby, and deposit them in the Membership Renewal Box on the membership desk before or after the monthly meeting.

Please help out by following one of these renewal suggestions during August and September. Avoid any lapse in your membership or receipt of the JACG newsletter.

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Rainbow Walker

Rainbow Walker is a colorful, mostly non-violent game from Synapse. Programmed by Steve Coleman, it is imaginative, well conceived and well implemented. It seems that once upon a rainbow in the land of clouds and sky a great misfortune took place. During the night when all of the inhabitants were asleep someone stole the colors of the rainbow. This caused great sorrow to spread throughout the land. The children no longer smiled and stayed in the shadows listlessly mumbling to themselves.

The only hope for restoring the colors to the rainbow and joy to the land is for you to help Cedrick hop from square to square restoring color with his magic shoes. And this is how the story of Cedrick, the rainbow walker, began.

Your goal is to move Cedrick around the rainbow shaped grid of squares, hopping on as many squares as possible. The rainbow curves away to the right rear and scrolls forward or backwards one square as Cedrick moves. Normally Cedrick moves one square at a time but if the joystick button is held down, two squares may be jumped.

Each time you land on a grey-colored square it will return to a bright color and you will earn points. Jumping into a hole in the rainbow or off to either side results in a loss of one life. The rainbow is sixteen rows deep and scrolling past the last row brings you back to where you started.

Unfortunately, Cedrick has a few enemies that are encountered now and then. A shooting star, if touched, will carry Cedrick helplessly away and then drop him -- sometimes in a hole. The Demon Bird hovers in the clouds at the far end of the rainbow awaiting unwary travelers. If you get too close, he will carry you away and undo all of your rainbow squares in that round.

The lightning bolt and whirlwind carry Cedrick to the sides of the rainbow and drop him unless you press the joystick button in time. Finally, there is the Devil and his friends who go about undoing Cedrick's hard work. They turn bright colored squares back into grey squares and create fragile squares. Your only defense is to scroll the rainbow to the front or back and cause these nasties to slip and fall off of the rainbow.

There are various types of squares in the rainbow. Fragile squares will only support your weight for about a second before they break and you fall through. Freeze squares are scattered around the rainbow and allow you to freeze all of the creatures for a few seconds. But be careful, the freeze squares are also fragile so it is not wise to hang around too long.

Just when I thought that all possible variations on a hopping theme had been produced, Synapse released Rainbow Walker and had me hopping all over again. Give Rainbow Walker a try, I think you will like it.

As the name implies, the new twist in this racing game is the addition of a pitstop to the racing scenario. You have to decide when it is time to put the pedal to the metal and when it is time to hit the pits. As you race around the circuit you have to keep your eye on the road and on other cars. Bumping another car will cause tire wear as will driving on the edge of the track. A blow out knocks you out of the race altogether. If you run out of gas you will lose. When you think the time is right, you enter the pits to change tires and refuel.

As in a real Grand Prix, the race is actually against time and time is most critical in the pits. Every second counts. Your four-man, joystick controlled pit crew is ready for action. To refuel, you move the gas attendant to the rear of the car. Be sure to watch your gas guage because overfilling the tank will cause it to explode and you will have to refuel again. You move another crewman to grab a worn tire and run to the new tire stack. Return him to the car with the new tire and mount it. With practice, you can have a top notch crew that even Mario Andretti would be proud of.

When you are ready to leave the pits you make sure all crew members are standing away from your car and move the cursor to the flagman. A press on the joystick button gets you back to the track and the racing action.

When on the track all necessary information is available to you on the screen. Elapsed time, lap counter, fuel and speed are indicated at the bottom of the screen. A map on the left side of the screen indicates your current position on the circuit. Steering and speed are controlled by your joystick.

Although the six race courses are surprisingly similar, Pit Stop is challenging, especially at the higher levels. Increased fuel consumption and tire wear at faster speeds adds to the realism of the game. After each race the official results are posted. Here you discover your position and the number of laps completed. If you finish in the top four positions you earn a purse of from 50000 to 100000.

Pit Stop is an excellent game that will be enjoyed by both professional and novice drivers alike.



Peoria Atari Computer Enthusiasts

WHERE ATARI HAS BEEN
WHERE ATARI IS GOING
by Dick Kushner - JACG

Atari has never had a profitable quarter. In the year ending with the second quarter of 1984, Atari lost \$540 million on sales of \$1.12 billion. Their personal computer market share has fallen from 21% to 12.5%, while Commodore's has grown from 21% to 37.5%. Their workforce worldwide has fallen from 11,000 to about 4,000 and from 6,000 to about 1,000 in Sunnyvale, CA. This was as of a few weeks ago.

Warner Communication brought in James Morgan to try to bring the beast under control and he responded with the workforce cutbacks cited above. Still the debts mounted. Warner tried to sell Atari to Phillips, but the negotiations fell through several weeks ago. Enter Jack Tramiel.

To Jack Tramiel "business is war". He founded Commodore 25 years ago as a typewriter repair business and took it to the top of the home computer market with the Commodore 64. He is known variously as cutthroat, iron-fisted and abrasive, qualities that led to the departure of many Commodore executives. Finally, in his own power struggle, Tramiel left Commodore a couple of months ago. One thing can be said, Commodore made money and made the Commodore 64 the best known home computer. Not the best, not the most powerful, but certainly the cheapest (for the capabilities). Shortly after leaving Commodore, Tramiel set up an assembly line in the Far East (in anticipation of getting back into the home computer market?)

Negotiations with Warner ended in the early morning hours of Monday, July 9th. Tramiel got the computer and games divisions and Warner retained the coin-op and AtariTel divisions. Tramiel is responsible for \$240 in notes. No cash was put up, although \$75 million was put together by Tramiel and others to fund the startup of the new Atari, Inc. Tramiel has warrants for \$1 million of Warner stock and Warner has warrants to purchase about one-third of the new Atari, if it is successful. Tramiel used the three hour time difference between New York and California to catch a plane to the West Coast to be in Sunnyvale for the start of the work day. Workaholic is also another word that attaches itself to Jack Tramiel.

Jack Tramiel proceeded to install one of his sons as the head of Atari and fired about 80% of the remaining Atari employees, particularly in the marketing and product distribution divisions. Much of engineering was retained. He brought in some people who had been with him at Commodore. User support is gone (no surprise) and so is James Morgan. It is rumored that Tramiel is trying to get out

of Atari's commitment to the Olympics and to Alan Alda (with Warner funding any buyouts or lawsuits).

Is this all gloom and doom or the harbinger of a new, brighter world? Probably some of each! It appears that Tramiel has increased the order for 800XL parts and anticipates selling that machine for less than the current price of the Commodore 64 (meaning well under \$200). This will certainly provide some cash to pay off the notes and make for an interesting Christmas competition with Commodore (which, rumors have it, is heading for big trouble even without the new competition).

However, there are problems on the horizon. One is warranty support for existing products. With Atari having closed the Somerset, NJ east coast repair facility on July 6th, anything in that facility is going to California. Other privately run, local Atari repair facilities will not honor warranty service until they know that Atari will back them up. Recently announced products are also dead; for example, the 7800 ProSystem game, the 1450XLD computer and the 1090 Expansion Box for the XL computers. In addition, Commodore was never known for quality or for product support. There is also the matter of the lawsuit by Commodore against some of its employees who left to go work for Tramiel.

How does it all look now? Never being one to back off from a fearless forecast, I predict the following: many, cheap 800XL's in the short term, possibly passing Commodore 64 as the leader in that field. Then by the middle of next year, a new computer from Tramiel's company that will bring in MS-DOS (ie., IBM capability) for under \$1000. Needless to say, this new machine will not be compatible in any way, shape or form with any existing Atari machines.

The bottom line - the Atari 800, 800XL are still among the best engineered, most capable 8 bit machines on the market. They will meet the needs of most of us for years to come and, if they sell as I think they will for the next year or so, there will be lots of new software for them. However, the computer market is being driven into faster, more capable 16 bit and 32 bit machines and that is where all new product development will be going.

As I sit here on my porch swing and daydream about times long, long ago, I remember when Atari's were 1100\$ each (with 8K of memory), when Chris Crawford first worked on Eastern Front, even when "Pong" was awesome. Back in the 1800's? No! Back in the 1940's? No! I mean way back in the '70s!! In this market, decades last one year and generations are about four years long. Change is not only inevitable, it takes place at hyperspace speeds.

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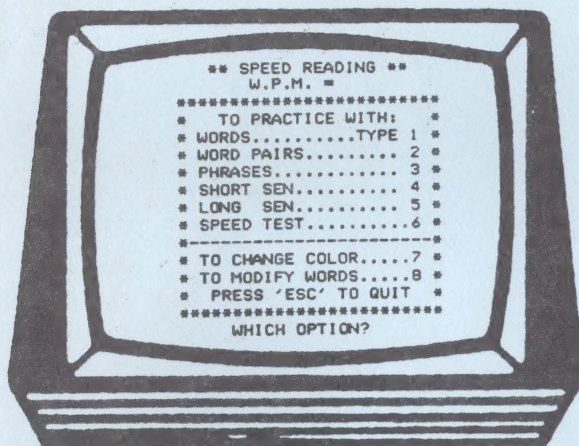
GIVE A BIT!!! GIVE A BIT!!! GIVE A BIT!!!

The Report Card by Frank Pazel - JACG

Do you know someone (maybe yourself) who would like to increase their ability to read faster? Most people scan read. They read individual letters to form words and individual words to form thoughts or sentences. This technique is inefficient in terms of what our brains are capable of handling. What you really need to do is absorb entire phrases or sentences at a single visual gulp. This is the basis for most of the "speed reading" courses you buy.

Speedy Reader from Silicon Valley Systems purports to do exactly that. By printing words, phrases, or sentences on the CRT at various speeds the user is forced to break old and bad habits regarding scanning. As you are bombarded by the words you do, indeed, learn to take in larger and larger amounts of integrated information. You soon are able to fix your attention somewhere near the middle of the screen, not move your eyes back and forth machine gun style, and still understand and retain what you have read.

The program is written in BASIC and autoboots. The main menu looks like this:



You select 1 through 6 to get into the main program, 7 or 8 to modify what you are going to see. The program accesses files containing "word banks." They contain many common words which will provide practice for the average user. If you want to add your own words, or use a Spanish version of the program, use option 8. The sub-menus are easy to use, well trapped, and have direct instructions.

Option 7 allows you to change the color and intensity of the letters and background. Further options are whether to use large (Graphics 2) or small (Graphics 0) characters during the exercises. These are nice touches, but probably not used very often. Finally, you must select how many words per minute you want the program to run.

The words/phrases/sentences appear at various places on the screen so you can't easily move your eyes to that spot you might know the next printing will appear.

This encourages the principle of absorbing the entire message. If you want to decrease/increase the wpm during an exercise you hold down the START/SELECT keys respectively. Your new wpm appears briefly in the lower part of the screen.

When you finally think you have mastered a particular level return to the main menu and take the Speed Test, option 6. It separates the readers from the scanners. You get ten tries and are scored accordingly.

All in all, Speedy Reader can be a useful tool when applied to the proper situation. Since you can add your own vocabulary of words it becomes a personalized tool for reading improvement. Sentences are formed by combining words from nine word banks. Since generation of the sentences is random the resulting sentences may well be non-sensical such as:

Until a dumb boy thought nervously with a friend, John winked.

While a bad teacher skipped sadly on the floor, they complained.

The key to using this program is to decide if the user will benefit from recognizing words at a faster rate. If you have a youngster with reading problems this might be an excellent program to discuss with your school's Reading Consultant. It would be interesting to see what an expert thinks. I think it does what it set out to do and give it an A in my gradebook.

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TIDBITS

News and Views By
Arthur Leyenberger
Editor-at-Large, JACG Newsletter

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The following is a piece that I wrote for the February 1984 Outpost: Atari column in Creative Computing magazine. It never made it to print but it may be interesting to reflect on it now.

Atari: Bullish or Bull

First let me set the record straight. I am a user of an Atari Home Computing Appliance (remember that phrase?) and have been for over two years. I chose an Atari computer because it offered the best value at the time. I still recommend an Atari 800 to people if they can get them.

I am a member of a User Group, one of the largest and finest in the country. I joined to learn about my computer - how to use it, what to do with it. I and thousands of other Atari users are User Group members because there is a need. A need that Atari could not fill, to which they openly admitted. User Groups were encouraged but never funded. Borrowing a couple of video tapes and a visit from a couple guys (the entire staff) from the User Group Support Staff really never did much for anybody.

The Atari 400 and 800 were just like appliances we were told, because all you had to do was plug 'em in and turn 'em on and you would be computing. Fantastic!

But Atari seemed to be doing everything it possibly could to lose business. We knew we had a powerful state of the art machine but you would never know it from viewing the ads that Atari consistently ran. "Hey folks, it's a game machine." Atari still does not realize that their existing users are their best salespeople. The users are fiercely loyal, they know why their machines are better than Commodores and Apples and are willing to talk about it.

Not until recently has Atari had any software worth writing home about. For example, the Atari Word Processor was a joke. It was difficult to use and could only talk to an Atari printer. By not allowing this product (and others) to interface with non-Atari components, Atari was simply alienating their users and prospective customers. I coined the term compucentrism with Atari in mind. It means the emotional and marketing attitude that one's own computer products are superior to all others and therefore no acknowledgement of existing equipment from other companies or desire to interface with their products.

It was a happy day when APX released the printer drivers for the excellent word processor, Atariwriter. You can actually use Epson and NEC printers. But have you tried to buy an 850 Interface lately? You just cannot get them. Rumor is that they will be discontinued sometime this spring. This is the old Atari talking now - "why should we have an interface to use with other manufacturers

printers when our own printers do not require an interface at all." Compucentrism.

Atari's follow-the-leader pricing strategy was to never set a trend but always react to other company's price cuts. And don't forget the schizophrenic marketing techniques pioneered by Atari. Is the computer a home machine? Is there a business market? Why not play a joke on the consumer and release a Model 815 dual-density disk drive than take it off the market a few microseconds later.

And the 1200XL. How can you expect existing customers to trade up or new customers to buy when the darn thing will not run half of the existing third party software? It came out at the same time as the Commodore 64, but does less and costs more. I am glad to have the Translator disk but had it come out a year ago with the 1200, Commodore would not have stood a chance.

Finally, look at the product mix. A 2600, 5200, 400, 800 all within \$50 of each other. The new 600XL and 800XL appear to be acceptable machines but they are overpriced. Atari, give the confused consumer a break. Knock \$100 off of each one and you will be competitive once more.

I could continue this litaney for a dozen pages. Atari has made many costly and dangerous errors. The shock of Texas Instruments biting the dust is still fresh in our minds. Will Atari be next? As this is being written Atari is teetering. They have never made a profit on hardware. If Atari does go under, chances are that the software side of the business will still be viable. Maybe some enterprising company will buy the rights to the chip set.

My advice to Atari is to take the offensive. You have already got a better computer than Commodore or Coleco. You have some excellent software as well. Like Atariwriter, Microsoft Basic, Logo, Paint, just to name a few. Come up with some new, aggressive advertising showing real people doing real things with their computer. Alan Alda is great now that he is bought and paid for. But how about showing some users with their machines, discussing the strengths of the Atari product. Do not continue to emphasize the game image. It hurts more than it helps. Finally, quit moaning and groaning. The competition is here to stay and you can knock their socks off, if you want to.

But I know I can still do a hell of a lot of computing with my machine. I also know that I will support the Atari computer and Atari owners until the helicopters land on the roof for the evacuation. Until then, I hope Atari sees the light at the end of the tunnel and can make it that far.

Well, here it is six months later. Where do we stand now? Next month I will take a look at what Atari is up to now and how they are doing. I will do this in light of my comments of six months ago. In the meantime, think about what Atari means to you and how you think things have changed in the last six months.

Until then, keep your fingers off that RESET button!

JACG

R.A.N.D.O.M. N.U.M.B.E.R.S.

by
Hank Hirschfeld - JACG
(201)767-1344

DATA PERFECT GETS CLOSER!

A few months ago I was lucky enough to be offered for evaluation a future version of DATA PERFECT V2.00. The request to act as a Beta Site for this updated version of this product was of interest since I thought it was good but needed some refinements. What follows are some of my thoughts on the improvements LJK has made with Data Perfect.

I guess the big news is that a new manual has arrived; not only that, but it is written in the English language and not machine language like the original. I refer to the original since that was what I had used and this version is a quantum leap for me. Because of this some remarks may not be as impressive to the reader as they are to the writer. Instead of the large loose-leaf binder we get a smaller (8"x5") well printed spiral ring binder. This together with excellent printing and graphic diagrams makes for a much improved initial presentation.

On initial turn-on you are presented with a menu for 40 column, BIT3 or AUSTIN FRANKLIN support. After the selection the next menu requests which drives for source and backup and single or double density. You can only support two single or two double drives, not one single and one double. After the selection it is written to disk and you will not see these menus again. You may configure by booting up while pressing ESC or entering SYSTEM CHANGE from main menu.

To enter any option on the menus you can just type the first letter of the option or use the arrows as before. The main menu now displays the disk drive configuration all the time. ESC is now used for quit at cursor instead of CTRL A. This gives you only one key to press. CTRL G will delete everything after the cursor (Gobble), CTRL S(n) will let you search for the next occurrence of "n" and CTRL Z will move you to the end of line. The old UPDATES option is now called FILE maintenance.

One of the features I like is the improvement of the DEFAULT mode. Before you would not know what the default insert was until you completed the record. Now as soon as you hit RETURN at the end of a default field the default data is displayed.

The one problem you may run into when taking files made using a previous version is some problems in printout when using reports or mailing labels, such as missing spaces etc. To correct this just re-make your REPORT/MAIL LABEL format using the new version of DATA PERFECT.

All in all I think they have improved what is by far the best available data base for the Atari or what ever it is called by the time you read this (EXCOMMOTARI). The latest version of this is now V2.01 which changed some internal data in the program. You can update your old version for approximately \$30. It is worth it just for the new manual. Now you might finally figure out how to do the dreaded REFORMAT and FILE M.

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The Easy-Touch I Keyboard

by Frank Pazel - JACG

Do you remember the cramps your fingers felt when typing on the 400 membrane keyboard? How pleased you were when you could install an In-Home B Keyboard with real switches or make the BIG move up to the 800. In closets and garage sales all over the land there has got to be a bunch of 400s. They still are great little machines, especially for someone who is not sure if personal computing is for them. The going price seems to be anywhere from \$25 to \$50, negotiable. The machine's biggest detractor is still the "peanut butter proof" keyboard.

There is a better way. B&B Associates, an Indiana firm which advertised in the April and May issue of the newsletter, has developed an extremely simple and effective alternative. Called the Easy-Touch I Keyboard it is simply a two piece molded unit which attaches directly on top of the existing membrane of the 400 with two provided pieces of double sided tape. No disassembly, no wiring, no hassling with that incredibly delicate keyboard harness connector.

The keyboard proper is molded of silicone rubber in such a way that key travel provides a simulated key switch feel. They call it "tactile, over-the-center, feel." It's pretty good. Installation takes all of 30 seconds, two minutes if you stop to read the instruction sheet. The bezel is molded of a stiff plastic and is beveled on the edges to coincide with the relief bevels on the 400. This serves to register the keyboard exactly over the membrane keys. The color of the assembly is a dark brown, similar to the 800 Keyboard.



The installed keyboard makes a clean appearance. Unlike other modifications, key positions remain in their original locations.

I was pleasantly surprised when using this simple modification. We have several 400 computers in our elementary school and ordered half a dozen of the ET-I to try on them. The use of the keyboard is greatly enhanced. However, don't expect the feel of a keyswitch. The only slight problem we have encountered is that the upper row of keys tend to move too far and can get

temporarily stuck inside the edge of the bezel. This is partly due to the thickness of the double sided tape which lifts the bezel a little higher than it should be and the typist adjusting to the amount of force required to operate the membrane switch. A good stationery store has much thinner double sided tape available and replacing the original tape seems to have cured the problem.



The underside of the molded Easy-Touch I has buttons which coincide with the membrane keys.

In the final analysis, the Easy-Touch I is a terrific bargain at \$16.95 plus \$2.50 postage and handling. It can turn a dust collector into a very friendly computer for that someone who wants a cheap and really usable machine. Memory expansion boards are still available so it is easy to expand a 400 to 48K. We have done exactly that with several of our 400s and use them with disk drives. Any Board of Ed ought to appreciate that move. I highly recommend this product within the limitations mentioned. Easy-Touch I is available from B&B Associates, P.O. Box 512, Noblesville, Indiana, 46060.

JACG

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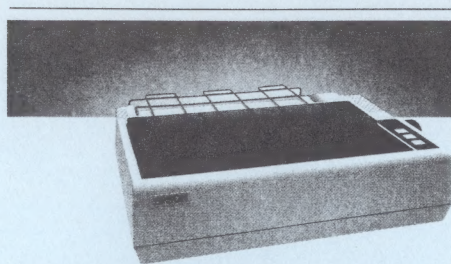
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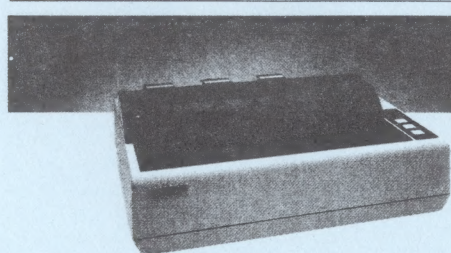
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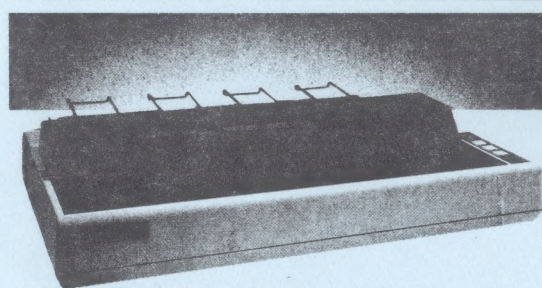
RX-80

\$ 279.95



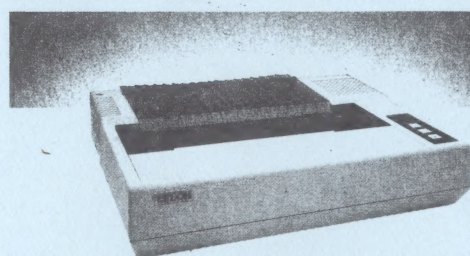
RX-80 F/T

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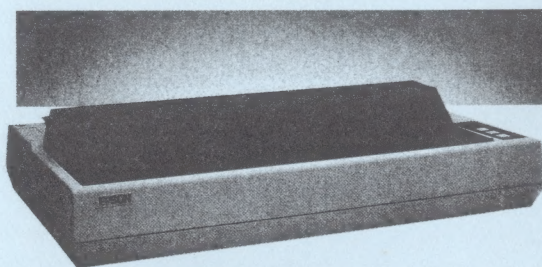
MX-100

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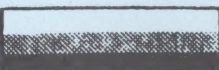


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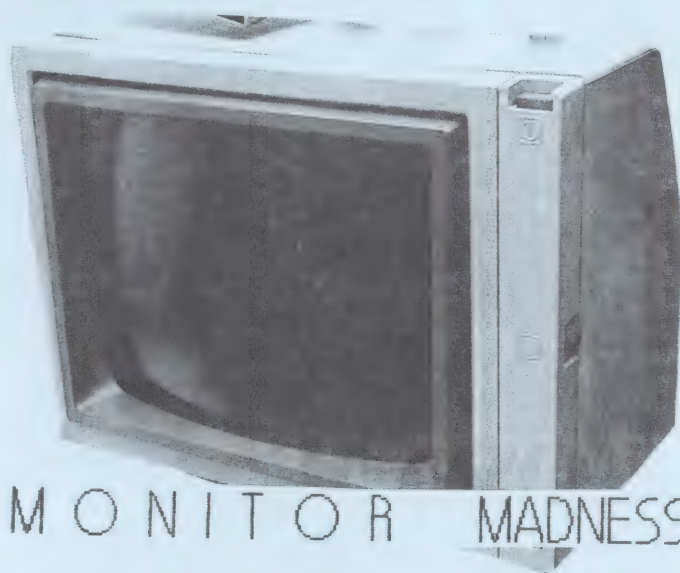
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FEATURE								
SIZE		12"	12"	9"	12"	12"	12"	12"
NON-GLARE TUBE		x	x	x		x		x
VIDEO INPUT		COMP	COMP	COMP	COMP	COMP	COMP	COMP
VIDEO BANDWIDTH		20MHZ	20MHZ	20MHZ	18MHZ	18MHZ	18MHZ	18MHZ
DISPLAY CHAR		80x20	80x25	80x25	80x24	80x25	80x25	80x25
EXT CONTROLS	VOLUME	x						
	BRIGHTNESS	x	x	x	x	x	x	x
	CONTRAST	x	x	x	x	x	x	x
	VERT HOLD		x	x	x	x	x	x
	HORIZ HOLD			x	x		x	x
	HEIGHT		x					
	WIDTH		x					
WARRANTY		1YR	1YR	90DAY	90DAY	1YR	90DAY	1YR
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	LUMA/CHROMA			x	
AUDIO		x	x	x	x
NON-GLARE		x	x	x	x
EXT CONTROLS	VOLUME	x	x	x	x
	BRIGHT	x	x	x	x
	CONTRAS	x	x	x	x
	COLOR	x	x	x	x
	TINT	x	x	x	x
	VERT H	x	x	x	x
	HORIZ H	x	x	x	
DISPL CHAR		40x24	40x24	40x24 80x24	40x24
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TELECOM

by Lawrence Moriano-- JACG

This month I am going to discuss the many online services which are available to the home computer user.

For the person who is on a tight budget, or can't justify the cost for an online database, there are many free bulletin boards available to you. Each Atari BBS incorporates many special features. I will summarize the main features that are common to most bulletin boards.

Every BBS has a message area where users can share information with one another. This is a good starting point for new callers, because most of your questions can be answered by more experienced users. Most bulletin boards allow the caller to download public domain programs. This a good way to build up your program library for the price of a phone call. All Atari BBS have a file directory which will list all files on the system. You can find out what programs are available for downloading by browsing through it. The following is a list of phone numbers and names of bulletin boards in the area which I have been online with.

ST.	Phone	Name	HOURS
N.J.	337-4048	JACG	24 HR
N.J.	533-9377	ATLANTS	24 HR
N.J.	368-8182	GENESIS	Evenings
N.J.	339-7407	BAYONNE	Evenings
N.J.	267-0988	GEMINI	Evenings

For the user who is willing to pay for an online database, the world of telecommunications has unlimited potential.

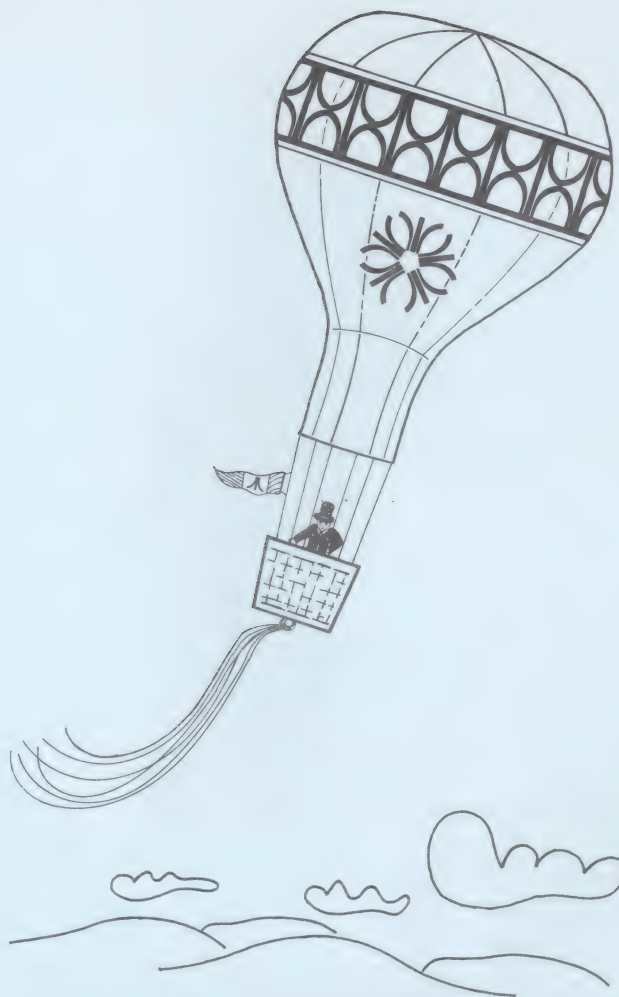
CompuServe is the most popular online database for individuals. CompuServe offers a vast amount of services including a reference library, electronic mail, stock quotations, shop at home, and is one of the best sources of public domain software for your Atari computer that I have ever come across. To become a member, a CompuServe starter kit must be purchased at a price of \$29.95. The starter includes a manual which explains in detail all the services which are available to you, along with five free hours of access time. Night rates are \$6 per hour plus subcharges for some of its services. Next month I am going to explain in detail the main features of CompuServe.

The Source is a much higher priced online database. The \$100 registration fee plus the \$7.75 per hour access rates, make CompuServe a bargain. The Source offers many services to its members, but it can't compare with the variety of subjects which CompuServe extends to its 100,000 members.

Until Next Month,

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A Kid's Eye View

By P.E. Semel - JACG

Activision Activates Four For Atari

Ever since Activision started making games for the Atari 2600, they have been the leading third party King for that system. Last year, they started marketing games for Matell's Intellivision with much success. They have just begun to market games for Atari computers, and I am just tickled pink. The first of these is the game which made Activision popular, Kaboom.

For those of you who do not know what Kaboom is, I will explain. A mad bomber has escaped from the local prison, and he is now throwing bombs down at the people below. You control the buckets of water which are used to capture the bombs. Starting off with three, you must use either your joystick or paddle to move the buckets under the bombs. If one bomb is missed, all of them explode, and the bottom bucket disappears. The graphics are almost exactly like the original, if not better. One of the differences from the original is that when a bomb is released, a note is played. After the first couple of bomb waves, the bomber speeds up. When he speeds up, the notes get closer together, and eventually wind up playing a famous piece of classical music (can you guess what it is?)

The second game is River Raid. In this game, you are piloting a jet plane down a river. You are confronted with a few adversaries, including planes, tanks, balloons, fueling stations, boats, helicopters and bridges. These are easily destroyed by your missiles. This game is a lot like the original but the computer version is a lot different. The edges are a lot more jagged, and the enemies move a lot faster. The game has one and two players and a couple of skill levels.

When Activision released Megamania, it was hailed as the best shoot 'em ups for the VCS. The game is your basic shooting game with one difference. You are not shooting spaceships this time, but rather you're shooting things that are found right here on earth. Tires, dice, hamburgers, bow ties, and more, make up the menagerie of bad guys trying to get you. The playability of the game is the same as the VCS version. The big difference is that the characters are 200% better. The hamburgers look like Big Macs instead of plain old hamburgers. You can play by yourself, or with a friend, and with or without guided missiles.

The last of Activision's games for our home arcades is the ever popular, Pitfall. If you like the original, you will love the computer version. The game play is the same but the characters are more detailed. The sounds are also much more rich. All of the games are well worth the \$34.95 that you have to pay. If you love any of these games for the 2600, you will never put them down on the computer.



"Hey! I just made the sportscaster sock the anchorman!"

San Leandro, CA Computer Club

JACG Members In Print

Two of our group members are in national print this month. Art Leyenberger has two articles in the September issue of ANALOG magazine; "The New Atari (CES Report)" and "The New Letter Perfect". Frank Pazel, JACG Newsletter Editor, is the lead interviewee in "Computerizing Your Hobby" in the August issue of Family Computing. Frank is also a dedicated magician with lots of tricks and props to keep sorted. The theme of the article is to show how hobbyists use their computer to exercise inventory control. The Atari computer, of course, gets strong endorsement for this task. Nice going, Art and Frank!

Check Your Address

=====

Check your mailing address, that is. The expiration date of your membership is indicated on the bottom line of your mailing label - Last Issue: XX/XX. Be sure to renew ahead of time with Treasurer Ron Kordos so you don't miss any issues of the newsletter. Also, if any part of your mailing label is incorrect, type or print a correct address on a piece of paper and give it to Ron Kordos so we can make it right.

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Get out there, talk up the efficacy of advertising in the official JACG publication, drum up some business which will bring down the cost of printing, and earn yourself some free disks. This offer is limited to current JACG members and each new advertiser, regardless of repeat business with larger or smaller ads, can be used only once. Members of the Commodore, Apple, and IBM-PC Boards of Directors must apply for special dispensation to qualify for this offer.

Beyond Armageddon Adventures in Adventuring

by Lord Demonfire

Where, oh where, have all the adventurers gone? A special section was established on the JACG Bulletin Board where adventure hints, clues, and ideas can be exchanged, and so far only ONE person has used it! (Thank you, Thor Lukiw.) C'mon everybody! I need something to write about in this column. If you can't use the Bulletin Board, write 'em down and send 'em through the good old U.S. Post Office to Scott Brause, who will relay them to me.

How about a survey? Everyone out there in computer land: write down your three favorite and three least favorite adventures and send it to me. If I get more than one reply, I will put the results in this column.

In the meantime, dig out those old adventures. Find out where you got stuck. Describe the situation to me and I'll see what I can find out. If I don't know wither, I'll print the questions in this column, hoping that some kind-hearted adventurer will share his wisdom and experience. Only about one out of every ten adventurers has solved an adventure. Let's all pitch in to help everyone get the most satisfaction and enjoyment for his money. So enter the dungeon, and remember: there's safety in numbers.

JACG

TRADING POST

Trading Post is a service for JACG members who wish to sell or swap items of any type. There is no charge for this service and material must reach the Editor by the 20th of the month to be considered for inclusion in the following month's Trading Post. No commercial services or items will be accepted.

>>>>>><<<<<<<

FOR SALE: CENTRONIX 101 High Speed Printer with extra ribbons. \$125. Call Barry at 464-0534 (evenings).

FOR SALE: MPP 1000C DIRECT CONNECT MODEM. Direct connect through joystick port #2. Smart software cartridge included. \$80.00. Call Jim Martin at (201) 879-6380.

FOR SALE: 1) MPP 1100 parallel printer interface for ATARI \$75; 2) Basic XL \$70; 3) SMP adaptor/jumper from 50 pin to 34 pin (standard) \$15. Call Ayres at (201) 968-6112.

FOR SALE: Atari 850 Interface. Includes manual, carton, and dust cover. Asking \$175. (2) 8" Control Data disk drives and power supply. Includes manual. Best offer. Both items in excellent condition. Contact Gerry Venitelli. (201) 756-3827.

A Kid's Eye View

By P.E. Semel - JACG

Donkey Kong's Son And Mario's Brother Build Games For Us

We are becoming a society of sequels. If something is popular, you can bet there will a sequel. On television there is "V The Final Chapter." This summer alone, we are going to see two sequels, "Raiders Of The Lost Ark II" and "Star Trek III." Video games are no exception to the rule. Pac Man has eight sequels including Pac Man II, III, IV, V, Deluxe, Ms. Pac Man, Pac Man Jr., and even Professor Pac Man. Now Atari is releasing a sequel, and a sequel to that sequel. Introducing Donkey Kong Jr., and Mario Brothers.

For those of you who haven't been following the saga of Kong and friends, I will fill you in. First there was Mario, and his girl friend Maria. Then Donkey Kong took Maria away and took her on top of a building under construction. That's where the game Donkey Kong comes in. Finally, Mario caught Donkey Kong and put him in a cage. Then Donkey Kong's son (I call him Dinkey), set out to get him back. That's where Donkey Kong Jr. came from. Your job, as Dinkey Kong, is to rescue your father from Mario. The first screen is full of vines which Dinkey has to climb up to get to his father. Climbing up on one vine is fine but using two vines is faster. Sounds easy? Well, Mario has these pets which he has sent out to stop you. You can get back at them by hitting them with the fruit that is on every vine. Once you have grabbed the Key, Mario pushes the cage off the screen leaving Dinkey dumbfounded. The second screen is even harder but explaining it would ruin the surprise.

After all this happened, Donkey and Dinkey went back to their home in Hoboken. Mario, frustrated by all his defeats, decided to join his brother, Luigi, in the plumbing business. All was going fine until some turtles got into the pipes. That's where the game Mario Brothers comes into play. In this game, turtles come out of pipes at the top of the screen, and they head for the pipes at the bottom of the screen. How do you rid the plumbing of these living mobile homes? Very simply, you position yourself under the beam where the turtles are located. Then, jump up, and watch the beam bend up, knocking the turtle, flip, onto his back. Then kick the little guy, and take your points. You cannot wait forever, though. After a few seconds, the turtle will climb out of his shell, in his long underwear, and back into his shell. Once you have kicked the turtle away, a round disk comes out of the pipe, which you can get for extra points. There is also a POW button, which players can hit. At this point, all turtles on beams act as if they were just bumped. After the first two rounds, a bonus round comes. In this, you have 15 seconds to get all 8 disks, which are suspended in mid-air. After that, the turtles are gone and, in their places, there are some crabs. The crabs need to be bumped twice. Later on, your enemies are flies, which jump around, instead of walking. I never played the game in the arcade, so I cannot compare the game to its original. But I will say that the graphics are of the best Atari has ever made. Mario is better than he was in Donkey Kong, and Donkey Kong Jr. The game is \$44.95

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RE: VAMP

by Kirk McDonald - JACG

In 1894 in his Introduction to Psychology William James encourages the serious student of the mind to undertake a dissection of a sheep's brain (then readily available in all Boston markets). In 1984 Vamp Inc. entices the enthusiast for Atari color graphics to perform a bypass operation on his (her) television set to achieve performance approaching that of a composite monitor. In either case much of the benefit comes from the hands-on experience as well as the technical result.

I learned about Vamp from an article in the January 1984 issue of Byte by Richard Gillette (p. 339), which is a good source for further information and a circuit diagram. For \$66.95 Vamp offers the DVM-1 kit which allows the composite video output of an Atari 800 or 800XL to be injected directly into the video amplifier of your home television set. Then you bypass the considerable loss of video resolution due to the r.f.-modulation and demodulation in the usual connection to a home television. For completeness the audio signal may also be injected directly into the audio circuitry of the television (an arguable benefit I found). The modifications include a switch which restores the ordinary performance of your television so that you may continue to watch Dallas reruns, or use the r.f.-modulated signal from your computer for comparison.

Installation of the Vamp DVM-1 does put you at some risk of electric shock, not to mention possible loss of your T-V. The situation is aggravated by the design feature of modern T-V's that the chassis is tied directly to the common wire of your household A.C. power lines. The purpose of the polarized A.C. plug on T-V's is to insure that the chassis is not tied to the "hot" 120 volt wire. If you have defeated the polarization of the plug or if your household wiring does not conform to standard electrical code the DVM-1 is not recommended. In fact the key feature of the DVM-1 is an optical isolation chip which separates the ground of your computer from the potentially hazardous chassis "ground" of the television.

Accepting the challenge laid down by Mr. James I mailed in my check for \$66.95 (which includes shipping inside the U.S.A.) to:

Vamp Inc.
POB 411
Los Angeles, CA 90028
tel. 213-466-5533

The kit arrived in a mailing tube within 2 weeks.

The 10 page instruction manual is reasonably detailed, with important tips scattered throughout. A very useful suggestion was that I obtain a SAMS Photofact schematic (Howard W. Sams & Co., Indianapolis, Indiana 46206) of my television to supplement the meager

documentation available with my set (a G.E. 19" WY-C made in 1977). In the Trenton area the SAMS Photofacts are available at Jackson Distributors on Genesee St. (SAMS purports to publish schematics of Atari computers, disk drives etc., although I haven't seen them.) An important bonus of the Photofact is the instructions for the color alignment and convergence adjustments of the T-V. I believe that about 50% of the improvement in the image of my T-V during this project came from these adjustments. They must be made with the power on, and you must reach into the high voltage area around the base of the T-V tube, so be very careful. You might be assisted by alignment tools from Radio Shack, part no. 64-2223, \$.99.

Assembly and installation of the DVM-1 kit took me 3 evenings. You need a soldering iron, wire strippers, pliers, screwdriver, hand drill with up to 3/8" bits, and a volt-ohm-meter. A solder sucker is useful in the event of soldering errors. I built a mounting bracket to hold the DVM-1 board away from other components inside my T-V set. I definitely benefited from access to an oscilloscope, much of the benefit being educational, however. The kit came with a mysterious warning that the leads of certain transistors were reversed. Two weeks after I had verified that the transistors were normal Vamp sent a flyer advising me to disregard the warning.

You need to know the pin configuration of the Atari composite output jack. This has been illustrated in an article by Art Leyenberger on p. 255 of the March 1984 issue of Creative Computing, and also on p. 7 of the August 1984 issue of Antic. Pin 2 is ground, pin 3 is the audio output, and pin 4 is the composite video. I purchased the corresponding 5 pin plug at Radio Shack, part no. 274003, \$1.49. Vamp does not provide the RG-174 coaxial cable which is recommended for use between the 5-pin plug and the DVM-1 interface board, although they do provide short pieces for connections inside the T-V set. (There is a certain knack to stripping coaxial cable not easily described...)

The video amplifier of my set differed slightly from the schematic provided by G.E., and by SAMS, which required extra care in determining the proper place to inject the composite signal, but clearly this was in the spirit of the whole endeavor. The design of my set is such that the audio signal had to be injected beyond the volume control, so I added an additional variable pot for this. But I ended up feeling it would have been just as well not to install the audio portion of the DVM-1. Instead one might use the r.f.-modulation connection for audio only, which is of sufficient quality to my taste.

Was the effort worth it? I think so. The composite video image on my household T-V is definitely better than the image from the r.f.-modulator. I would judge it as good as that shown by Gillette in his article in Byte. There are of course no miracles. A 4-MHz bandwidth T-V set does

not compare with a 15-MHz RGB monitor. For \$70 I also have the pleasure of having successfully psychoanalyzed my T-V set, and this is about what you'd pay for a one hour session dusting the upholstery in the office of one of William James' successors.

JACG

A Look At Some Special Features of BASIC.XL....

by Tom Reichard - JACG

BASIC.XL by O.S.S. (reviewed in previous issue) has a number of powerful features which are not generally available for any of the other major micros on the market.

For example BASIC.XL allows subscripted strings, unlimited string length and direct string indexing simultaneously !!

Example:
A\$(N;3,5) Returns the 3rd thru the 5th character of A\$(N;)

Notice the use of the semicolon in conjunction with N in the subscripted string. This is the primary difference between BASIC.XL and other MICRO-SOFT BASICS.

BASIC.XL also supports LEFT\$,RIGHT\$ AND MID\$ so if you have (or can borrow) an editor with a global search and replace function it IS fairly easy to convert from one to the other.

Even BASIC programs from other machines (GOD forbid) can be translated if downloaded (ASCII format) thru your modem (Graphics and sound create special problems, however).

One of the BASIC.XL commands that I find particularly useful and interesting is the MOVE command. (also available in BASIC A+ the predecessor of BASIC.XL)

The syntax of the move command is as follows:

MOVE FROM(START ADDRESS),TO(START ADDRESS),BYTES (#BYTES TO MOVE)

This command allows one to move a block of memory (any size!) from anywhere to anywhere instantly.

This is a terrific aid for many purposes.

Just a few examples:

1. Page Flipping
2. Vertical Scrolling (No need for DLI's etc)
3. Screen Layout Control
4. Rapid change of player missile graphics characters

An example of Vertical Scrolling is given in the following program

This program will run under BASIC.A+ as well as BASIC.XL.

```
10 REM SAMPLE USE OF THE MOVE COMMAND
20 HOLD=40:LOCATIONS=30:BEGIN=70:GOTO BEGIN
25 REM "subroutines"
30      POSITION      0,0:?"
   "MEMORY LOCATIONS ";ML1;" THRU ";ML2;"
   ";:RETURN
40 WHILE PEEK(53279)<>6
50      POSITION      0,23:?"
   "press START to continue ";
60 ENDWHILE :RETURN
65 REM "begin main program"
70      ?           CHR$(125):POKE
752,1:ML1=1:ML2=880:POKE 82,0:POKE 710,0
80 POSITION 4,5:?"THIS DEMO USES THE MOVE
COMMAND":?" TO SCROLL THRU THE
MEMORY":?" OF YOUR COMPUTER"
90 GOSUB HOLD
100 MOVE ML1,DPEEK(88)+40,880
110 GOSUB LOCATIONS:GOSUB HOLD
120 ML1=ML1+40:ML2=ML1+879:IF ML1>65000:RUN
:ELSE :GOTO 100:ENDIF
```

Program explanations:

Lines 40 -60 WHILE COMMAND LIKE PASCAL

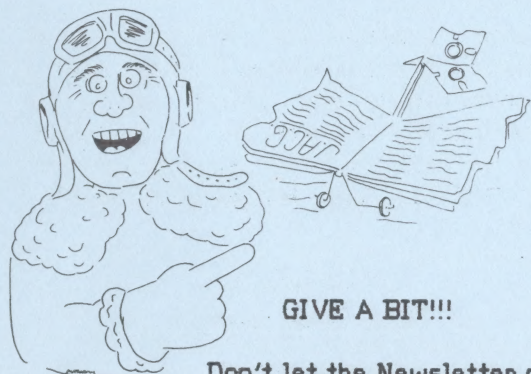
Line 100 - DPEEK(88) is equivalent to PEEK(88)+256*PEEK(89) and returns the start address of screen memory.

The +40 [DPEEK(88)+40] reserves the first line of the screen to be retained for the memory locations message.

By incrementing ML1 by 40 each time thru line# 130, the effect is a one line (40 bytes) scroll.

By previously loading pictures etc. into memory and changing the values used with the move command it is a simple matter to vertically scroll in any graphics mode..

JACG



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A Kid's Eye View

By P.E. Semel - JACG

Fernando Makes Amends

When Fernando Herrara won the Atari First Star Award for his APX program, his head swelled to the size of a watermelon. He immediately announced the formation of First Star Software,

and he also placed ads for Astro Chase. It was being billed as being a really great game, but 6 months after the ads first appeared, and the game was released, it bombed. Although it won awards for its exceptional graphics, the game itself was terrible. Fernando is attempting to build up the reputation of his company now. He has just released three new games for the Atari computers. The first one, Flip n Flop, was not written by Fernando yet it is still a really fun game. You are a kangaroo which must jump on some squares while also avoiding a zoo keeper. This game has been reviewed countless times before so I will skip it and go on to the two newer games.

The first one, Bristles, is another game by Fernando. You must paint a house. Sounds simple right? Well it isn't that simple. While you are doing this, empty buckets buckets of paint are being thrown at you. A pipe chases you around the house, and the maid makes finger prints on the walls. The graphics are good and because of the difficulty, you start with a lot of lives. One of the better ideas in this game, is that you aren't restricted to one man. You are allowed to choose your character. There are more than 6 choices including Big-Brush, Mr. T, and Muffy. There are men and women but some of the characters look very similar. There is four player capability but another advantage is that they do not have to play on the same skill level. The game bored me at first but now I play it every day.

The other game was demonstrated by our fearless leader, Dick Kushner, during one of our meetings. He loved it, I love it, and you will too. The game, Boulder Dash, is probably the best game by First Star. The game starts off with a great title page with the words Boulder Dash in 3D. The theme is even better and is probably the best I have heard since I played M.U.L.E. at my friends house. The game is good, too. You play this little guy who has to gather up these flashing rocks. Because the guy looks like a weasel, I call him Wally Weasel. Anyway, if Wally removes the dirt from under one of the many boulders that cover the screen, the big rock will come down. If Wally is hit by it, you get a Wally pancake, and you lose a life. Once you have gathered all the flashing rocks, you have to go to a door to get to the next board. Each board is many T.V. screens wide. The graphics are really great. Each room is surrounded by brick walls which look like brick walls. It is really a lot of fun dropping five or six rocks at once, and trying to get out of the way. Wally can also push the rocks sideways, but only if the dirt has been removed. Both Boulder Dash and Bristles are from First Star for \$34.95.

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A Kid's Eye View

By P.E. Semel

APX Roundup

A few months ago, our beloved president, Dick Kushner, laid upon our ears the knowledge that the Atari Program Exchange was to be dissolved. Although I hope his information was incorrect, I fear it was not. So, I have decided to do a quick review of some of their offerings, which you may be able to pick up before they run out. The first of these is Getaway. In this game you drive a car around a city in search of money. You can also knock over the armored car, but be aware that the police will be after you. You have to return to your hideout to avoid jail. What makes this game great is the play field, which is a town located on 26 screens. This town has everything including houses, pools, bridges, an airport, a church, and more. The graphics are really great, but not detailed. You will not miss the in depth look at the buildings, but you shouldn't miss the gas pumps. If you run out of gas, you're sure to be caught. If you can stay alive on one car for a long period of time, it will start to get dark as night falls. This game is a real pleaser.

Another pleaser is Phobos, by Greg Christenson. It picks up where Caverns Of Mars left off. After you destroyed their bases on Mars, the Martians fled to build bases on Phobos, which is Mars' closest moon. This time their base has 16 levels. Your ship has been modified also. To cut down on fuel consumption, the ship shoots one missile at a time, alternating from the left

cannon, to the right cannon. Because the diameter of Phobos is less than that of Mars, the gravitational pull is also reduced. This means that as you get closer, you will have to control your downward motion. Because they didn't have as much time to build the bases, the challenges are not as diverse as they were on Mars. The challenges are of three different types; steering (like the first level in Caverns), laser gates, and shooting your way through layers of brick. This doesn't mean that the game is that much easier, it means just the opposite. At times, the cavern is only as wide as your ship. The laser gates may be one or two on top of each other. One difference that may make you happy, once you destroy the computer at the bottom of the base, is that you do not have to go back up. The graphics are the same as Caverns Of Mars and the game is just as much fun. Also, the Control-Shift-Tab trick works for Phobos.

One of APX's disappointments is Ion Roadway. You are driving a nuclear powered car in a race for your life. You have the choice of either 1st, 2nd, 3rd gear, reverse, or neutral. Besides mediocre graphics and bad control, the game has one big flaw. When you crash, the driver is ejected and the car goes up in a mushroom cloud that takes a long time to end. How long does it take? I had enough time during the explosion to go from my cellar, up two flights of stairs into my kitchen for some Oreo cookies, and get back before it was over. It was an award winner, but I cannot imagine why. To make up for this, I played Equestrian. This is a game where you are a jockey jumping a horse over different obstacles. At first I was bored but after a while I really got into this game. The perspective is like that of Blue Max, and the control is as easy. The graphics are good, and every thing looks like it should. You are timed and a record of your faults are kept. This game, like most of the games from APX, are good enough to keep you entertained for a long time.

JRGG

Exit ESC	1	Reset Tabs 2	3	4	5	6	7	8	9	0	↑↑↑ CLEAR	C=Char S=Line INSERT	C=Char S=Line DELETE	BREAK
C=Clear S=Set TAB	↓↓	Delete Before W	↓↓↓	Replace E	↑↑	Delete After Y	Under U	Insert I	Scroll O	NewPage P	↑	↓	New Line, No Replace RETURN	
CTRL	←←	Search A	Delimit S	Format D	Footer F	Header G	Justify H	Kill Buffer J	Lift Buffer K	↑↑ ;	← +	→ ×	Copy of Buffer CAPS	
SHIFT	→→	Clear Text X	Center, Right C	Special ^(*\$# V	Bold B	Delete Block N	Move to Buffer M	Replace ALL ,	.	Copy to Buffer /	↖	↗	SHIFT	
Pause, Continue														
Letter Perfect														

CTRL+Format	LP	Range	LP	Range	CTRL+Very Special
m Left Margin	12	1-256	h Header Spacing	4 1-256	^ Begin Enhanced
w Width (Line Length = w-m+1)	76	1-256	z Footer Spacing	4 1-256	* End Enhanced
t Top Margin	5	1-256	a Adjust Neg Ind	0 0-255	(dec) Special CHR\$
p Print Lines/Pg (Page Length = t+p+b)	56	1-256	j Justify Right	1=Yes 0=No	"name Link File name
b Bottom Margin	5	1-256	s Single Sheet	0=No 1=Yes	\$n DB String
l Line Spacing	1	1-256	n Starting Page #	1 0-64K (@ in Header/Footer)	#n DB Number
f Font 0=Prop. (10,87)	120		r Reset All Format Options		
1=12CPI (13,110)	135		d Reset Printing Defaults		
2=12CPI (9,78)	95		UPPER CASE = COMMENTS		
3=10CPI (8,67)	79				

Keyboard diagram courtesy of R. W. Zehr, Optimal Performance,
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Last Issue: 05/85

JACG NEWSLETTER - VOLUME 3, NUMBER 12

August 1984

J A C G EXECUTIVE COMMITTEE

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58 Dewey Avenue
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